

Story War - Rules

Story War is a storytelling party game where players try to convince a judge that their Warrior would win in a fight against their opponent's Warrior. Players can support their arguments with their cards, or by referencing other media like books and film, or even by making stuff up! As long as you convince the judge, anything's fair game!

Players take turns acting as the judge, going around the table clockwise. Each turn represents one battle. **The judge does not participate in that battle.** Instead, the judge decides the outcome of a battle between the other players. The game ends after any player wins 5 battles, but the real goal is to tell memorable stories and have fun!

CARDS

There are three basic cards in Story War:

Warrior (Red, 60) - These cards depict the characters that will be representing you in each battle. You can only use each Warrior once, so choose wisely! You'll get a new Warrior card at the end of every turn.

Battlefield (Green, 20) - These cards describe the setting that the Warriors will be fighting in. Try to choose a Warrior that would have a tactical advantage in the given Battlefield!

Treasure (Gold, 20) - These are weapons and items that can be used by your Warrior! They are awarded to the most creative players at the end of each battle. **You can only use each Treasure card once and you may never have more than two treasure cards in your hand at a time.**

Additionally, any Warrior card used to win a battle becomes a **Champion card**. Lay your Champion cards out in front of you, or hold them backwards in your hand. Champion cards cannot be played again and they serve no purpose other than keeping score.

Note: *If a deck runs out, shuffle the discard pile and use it as the new deck.*

SET-UP

The player who owns this game acts as the judge. The other players form into teams that will change at the end of each turn:

3 or 4 players: FREE-FOR-ALL - Every player draws 5 Warrior cards. There are no teams; Read these rules as if each player is a "team" of one.

5 or 6 players: PARTNERS - Every player draws 4 Warrior cards. The 2 players sitting to the judge's left act as a team, and the 2 players sitting to the judge's right act as another team. In a 6-player game, the person sitting opposite to the judge sits out on this turn.

7 or 8 players: THREE-ON-THREE - Every player draws 3 Warrior cards. The 3 players sitting to the judge's left act as a team, and the 3 players sitting to the judge's right act as another team. In an 8-player game, the person sitting opposite to the judge sits out on this turn.

Note: *For a faster game, set a timer to 5 minutes before each battle. When the timer runs out, the judge can ask each team to give their closing arguments.*

VICTORY

The game ends when any one player wins 5 battles and collects **5 Champion cards**. That player, and all of their teammates on the final turn, win the game!

Story War - Turn

STEP 1) Strategy

The judge begins the turn by drawing a green Battlefield card, reading it out loud, and placing it in the center of the table **face-up**. Then the other players participating in the battle must each choose a single red Warrior card from their hand and place it on the table in front of them **face-down**.

Players on the same team should discuss which Warrior they intend to play. Teammates may even trade Warrior cards or Treasure cards with each other. But players are never required to show their hand to anyone.

STEP 2) Battle

All of the Warrior cards are flipped over *simultaneously*. In an open discussion, players must try to convince the judge that their team of Warriors would defeat the opposing team of Warriors. A Warrior's art and text are just the baseline, you're free to try to convince the judge of additional abilities your Warrior might have. *Be creative!*

Players may also use Treasure cards to aid them in battle. Once a Treasure card has been revealed in a battle it must be discarded at the end of the turn.

STEP 3) Declare Winning Team

The judge must decide which team would win the battle. The judge should consider the arguments of each player and then describe how the winning team of Warriors would defeat the losing team of Warriors.

The players on the winning team get to keep their Warrior cards as **Champion cards**. The players on the losing team must discard their Warrior cards. The Battlefield card and any Treasure cards revealed during this battle are also discarded.

STEP 4) Award Treasure

The judge must also award **two** Treasure cards, **one to the MVP of each team**. The MVP is the most valuable player; the individual player who came up with the most creative arguments, regardless of whether their team won or lost.

No single player can have more than two Treasure cards in their hand at any time. So any player who ends the turn with two treasure cards does not qualify for new treasure, and the judge must award it to another player on that team. If every player on a team has two Treasure cards, then no one on that team gets any Treasure.

In a 3 player game, both combatants get a Treasure card by default. In a 4 player game, the Treasure cards would go to the winner and the runner up.

STEP 5) Regroup

Everyone who played a Warrior card during this turn must draw another Warrior card to replace it. At the end of each turn, the player sitting to the left of the judge becomes the new judge for the next turn.

The other players regroup their teams around the new judge accordingly: The players on the left and right of the new judge are now a new team. This means you'll lose one old teammate and gain one new teammate after every turn. Even though you win battles as a team, you're playing an individual game!

The only way to ensure you'll be on the winning team on the final turn is to be the first player to collect **5 Champion cards**! Good luck!